STUNT KIDS™

CODEMASTERS™

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CODEMASTERS™ HELPLINE - 1 900 RESTART 1 900 737 8278

Calls cost $1.75 for the first minute and 90 cents thereafter.

Phone the Codemasters Helpline for Hints, Tips and Mega Secrets* that will help you play Stuntkids.
If you are under 18, you MUST have your parents permission. Touchtone phones only.

HINTS AND SECRETS INCLUDE:

- EXTRA LIVES
- WORLD WARPS
- EXTRA TIME AND TURBOS

Camerica Limited Inc. 3701 Commercial Avenue NORTHBROOK Illinois 60062, USA Tel 708-498-4525

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode. Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

GAME DOES NOT WORK OR PLAY?
CUSTOMER HELPLINE TOLL FREE
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CAMERICA GAMES

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Stuntkids™

Spike & Brad

Stuntkids: The game

Stunt truck

1 or 2 players must race across various set courses against the clock in one player mode, or against each other in a two player game.

one player race

two player challenge

1

Select your route

1 player mode

There are five worlds to play through. Each world has 6 different possible courses to choose from, plus a bonus level at the end of each world. You start with three lives.

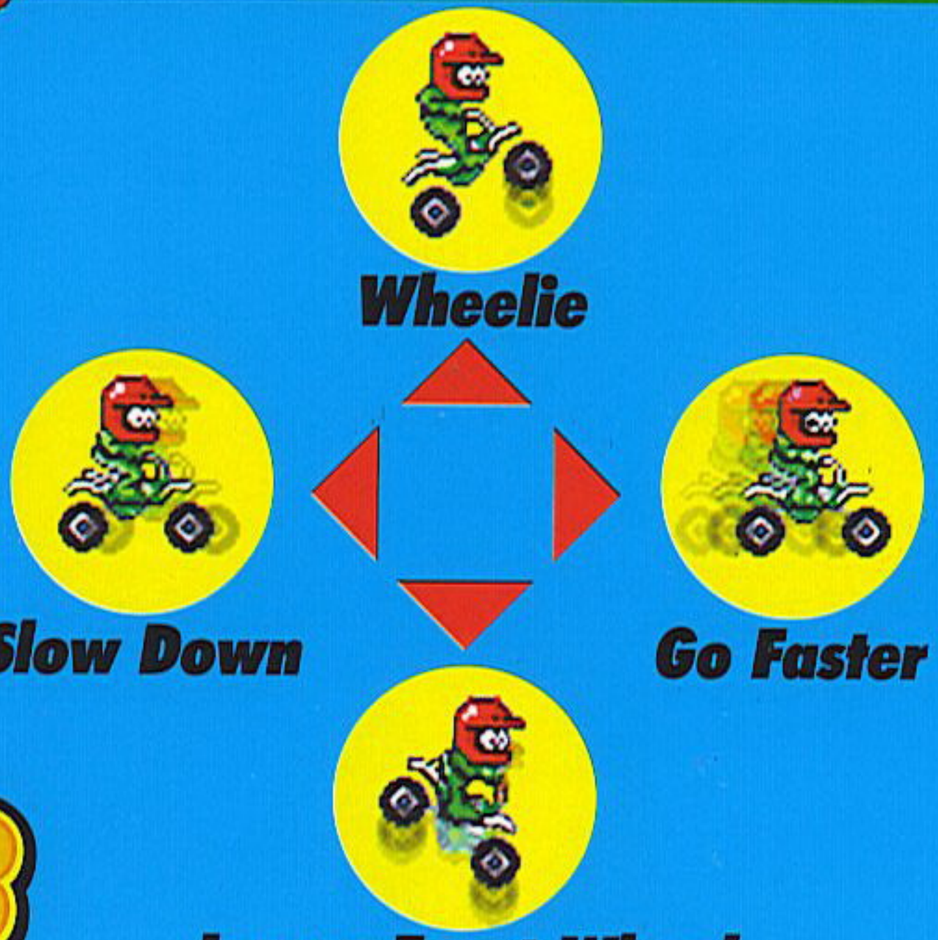
2 player mode

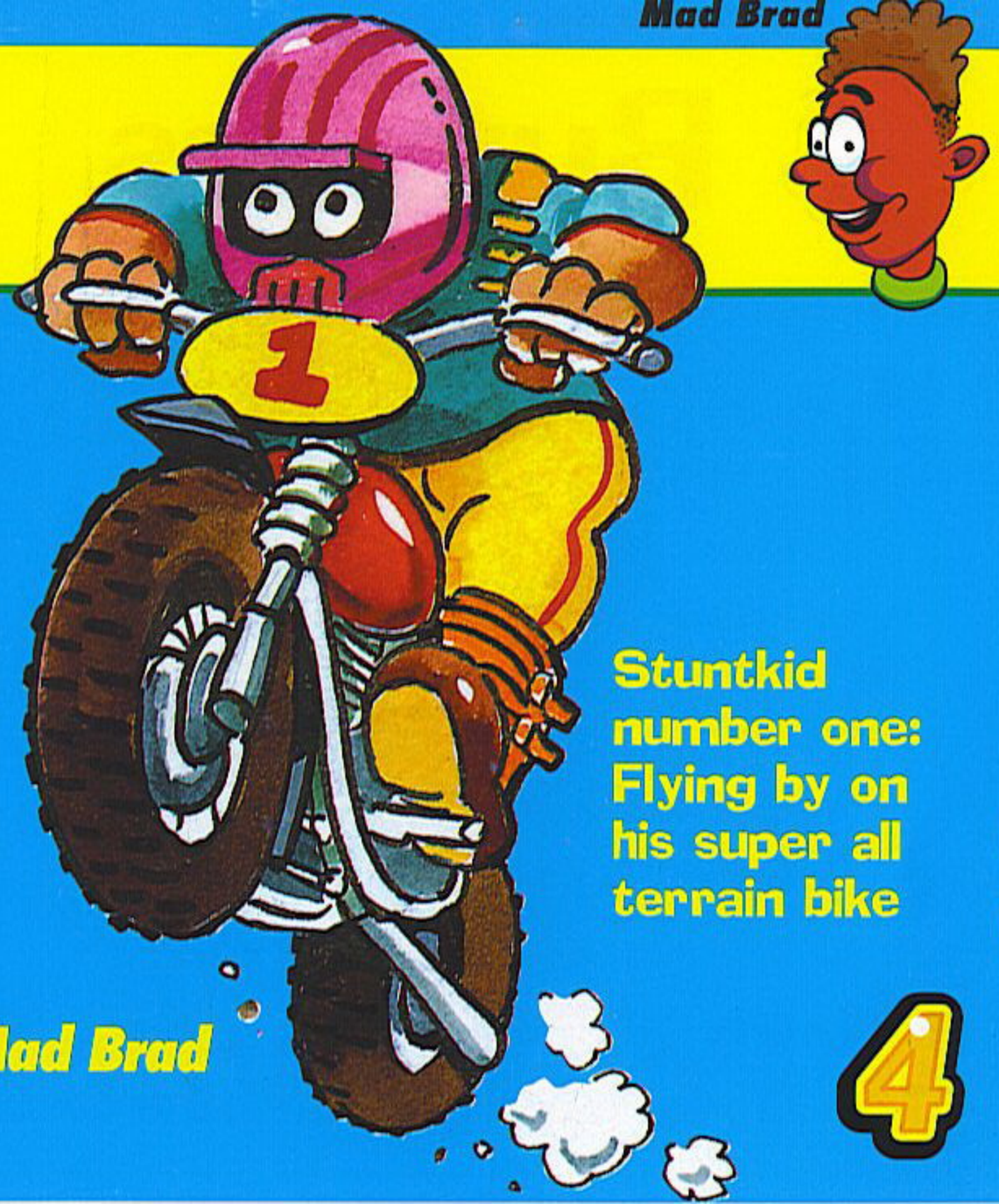
Player 1 gets to choose three courses from a selection of twelve. Both players play against each other for the three courses-
The winner being the player with the lowest overall time at the end of the game.

Select your level

2

Controls





Stuntkid number one: Flying by on his super all terrain bike

Mad Brad

Buttons

Turbo

Jump

B

A

START

5 Pause on:off

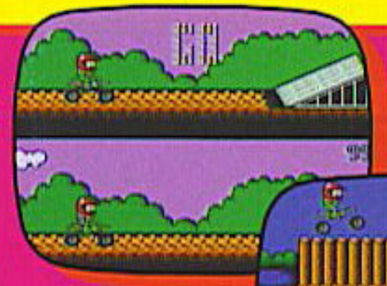
Free-Range

Watch out! This fellow will try to knock you off your bike. You can use the Turbo to escape the falling eggs, or the yolk will be on you.

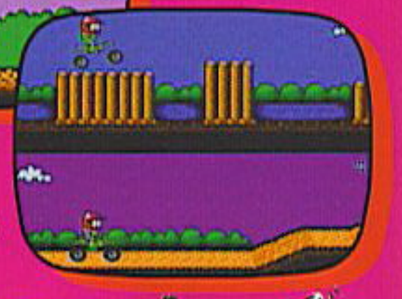
Playing Areas

Level types:

Here are the different level types and lists of the obstacles you will have to encounter.



Get ready and Go!



Tricky log ride

Countryside

Log poles	Slow
Rough ground	Slow
Rocks	Jump 'em or ride 'em slowly
Dips	Jump
Ramps	Can be jumped for extra height
Brick walls	Any speed
Tree Stump	Jump 'em or ride 'em slowly
Barrels	Slow + Do not jump on from a height
Barrel Poles	Very slow
Fences	Very slow

Barna-bee

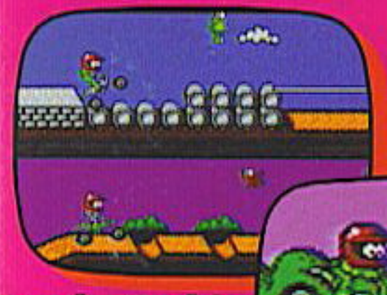
Park

Picnic table	Slow
Slide	Slow
Water	Can't jump from
Lily pads	Use to jump on
Hydrant	Jump on
Sand pit	Slows you down
Tyre	Under!
Swings	Slow

Escargo

Construction site

Poles	Very slow
Girders	Any speed
Cones	Death!
Trampoline	Work 'em out yourself
Dumper	Slow
Cement piles	Use as ramps



Go slow this 'aint easy!

Watch out for that hook!

Speedy Spike

Fings

Big Baddies

Egg-citement

Crispin

Free-Range

Fredie

Lady Bird

Escargo

Menacing Mike

Dollar dive!

Mad Brad

Walter

Collect coins in levels for bonus points

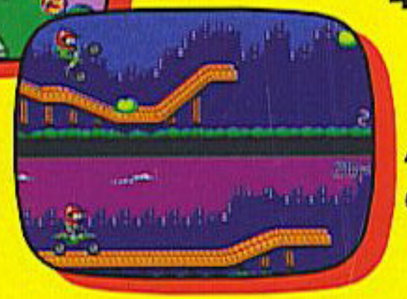
Extra lives at 15000pts

30000pts

45000pts

Crispin

Use all of your skills to get the coins



And jump to catch all the juicy fruit

Bonus game: collect all the tasty fruit!

Orange

Apple

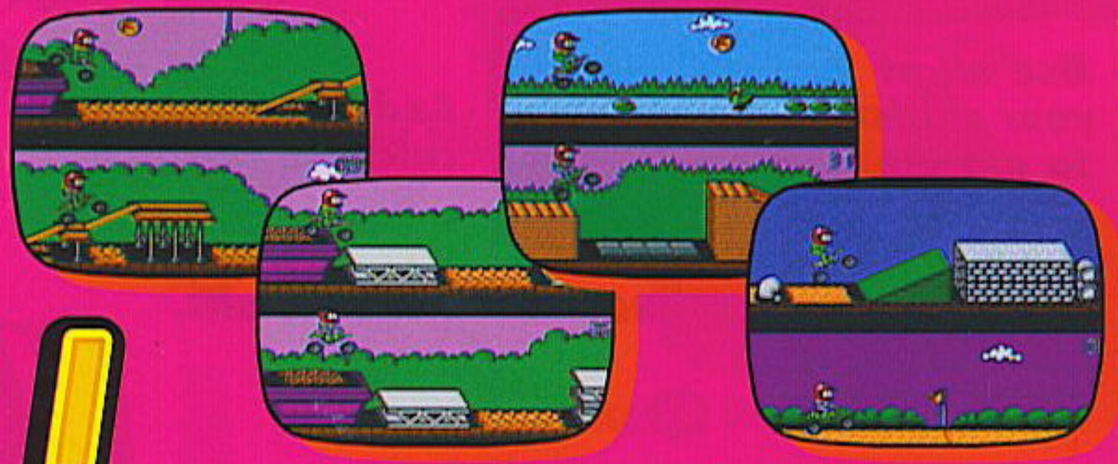
Cherries

Hints and Tips

Take your time to learn all the courses -
Don't just go flat out, 'cos you wont get very far!
Each obstacle has its own set of problems to tackle.
E.G. You can't jump out of water, but you can jump off the lily pads.

Always try to land with the front wheel raised.

*** If you hear a special tune and the screen goes grey, you have found a hidden cheat! Yeah!!**



*** Use the Turbo sparingly (Button B)**

Menacing Mike

Watch out! Menacing Mike will try his hardest to make you crash out.

CODEMASTERS™

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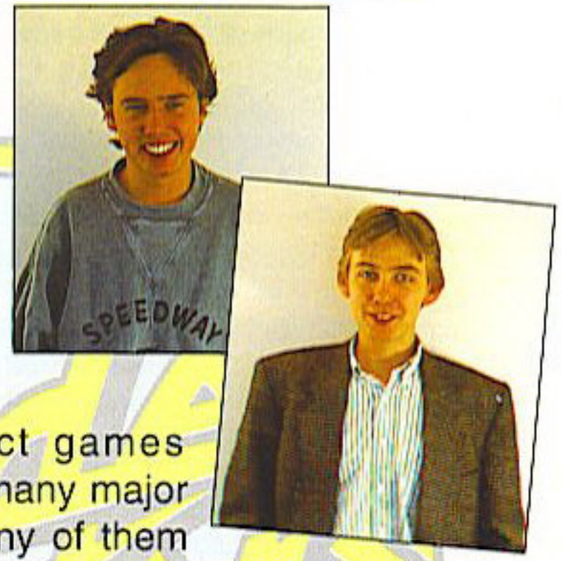
ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.



David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and

2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference.by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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